

*LISTING OF THE CLAIMS*

1. (Currently Amended) A system in a network conferencing environment for delivering a plurality of video or audio signals, the system comprising:

a plurality of transmitters configured to transmit a set of data streams onto a network, wherein the set of data streams is generated from the plurality of video or audio signals, the audio signals containing useful information and silences or background, and wherein at least one of the transmitters includes a silence suppressor for removing the silences or background while continuing to transmit the useful information from the data streams of the audio signals transmitted by the said at least one transmitter; and

at least one receiver for receiving the set of data streams from the network and recovering the data streams into audio or video signals, the receiver including a demultiplexer for dynamically selecting a subset of the set of data streams based on a source identifier and a payload type and two or more receiver payload handler modules and two or more corresponding decoder modules for handling and decoding two or more types of the data streams.

2. (Original) The system of claim 1 wherein one of the payload handler modules handles audio G.711 data and another handles audio G.723.1 data and one or more of the decoder modules decodes audio G.711 data and another decodes audio G.723.1 data.

3. (Canceled)

4. (Previously Presented) The computer system of claim 2 wherein the demultiplexer is operatively coupled to the one or more decoders for routing data to one of the decoders based on the source identifier and the payload type.

5. (Original) The computer system of claim 1 further including an audio mixer operatively coupled to the two or more corresponding decoders.

6. (Original) The computer system of claim 1 further including a media rendering module operatively coupled to the one or more decoders.

7. (Original) The computer system of claim 1 wherein one or more of the payload handlers includes: means for reassembling or combining two or more data packets, means for reordering data packets, means for detecting and rejecting duplicate data packets, or means for computing and compensating delay jitter.

8. (Original) The computer system of claim 1 further including means for streaming data.

9-34. (Canceled)

35. (Previously Presented) The system of claim 1, wherein the data streams in the selected subset are most recently activated data steams.

36. (Canceled)

37. (Previously Presented) The system of claim 1, wherein the source identifier is a synchronization source identifier (SSRC).

38-42. (Canceled)